

BLACK MORN MANOR™

Adventure Board Game

For 2-6 Players

Age 12 to Adult

CONTENTS

- 48 Board Tiles
- 96 cards (8 sheets of 12)
- 60 "Willpower" counters (chips)
- 2 ten-sided dice
- 6 colored pawns
- 10 "Item" counters

WELCOME...heh, heh, heh

Good Evening... Welcome to the Black Morn estate, where evil dwells, and the Unknown creeps, and crawls, and slithers through the dark of a moonless night.

Before you enter this realm of terror, you must meet three important "creatures": The **Master** is Lord of the Estate—such as a Vampire or a Ghost (the Master is different in every game, but always deadly). **Envoys** are foolish mortals who must discover and destroy the Master. **Minions** were once mortal Envoys, too. But now they linger between life and death, serving the Master's evil ways. (*Both Envoys and Minions are players.*) And I? I am the Raven. Your "tour guide," you might say. Heh, heh, heh...

OBJECT OF THE GAME

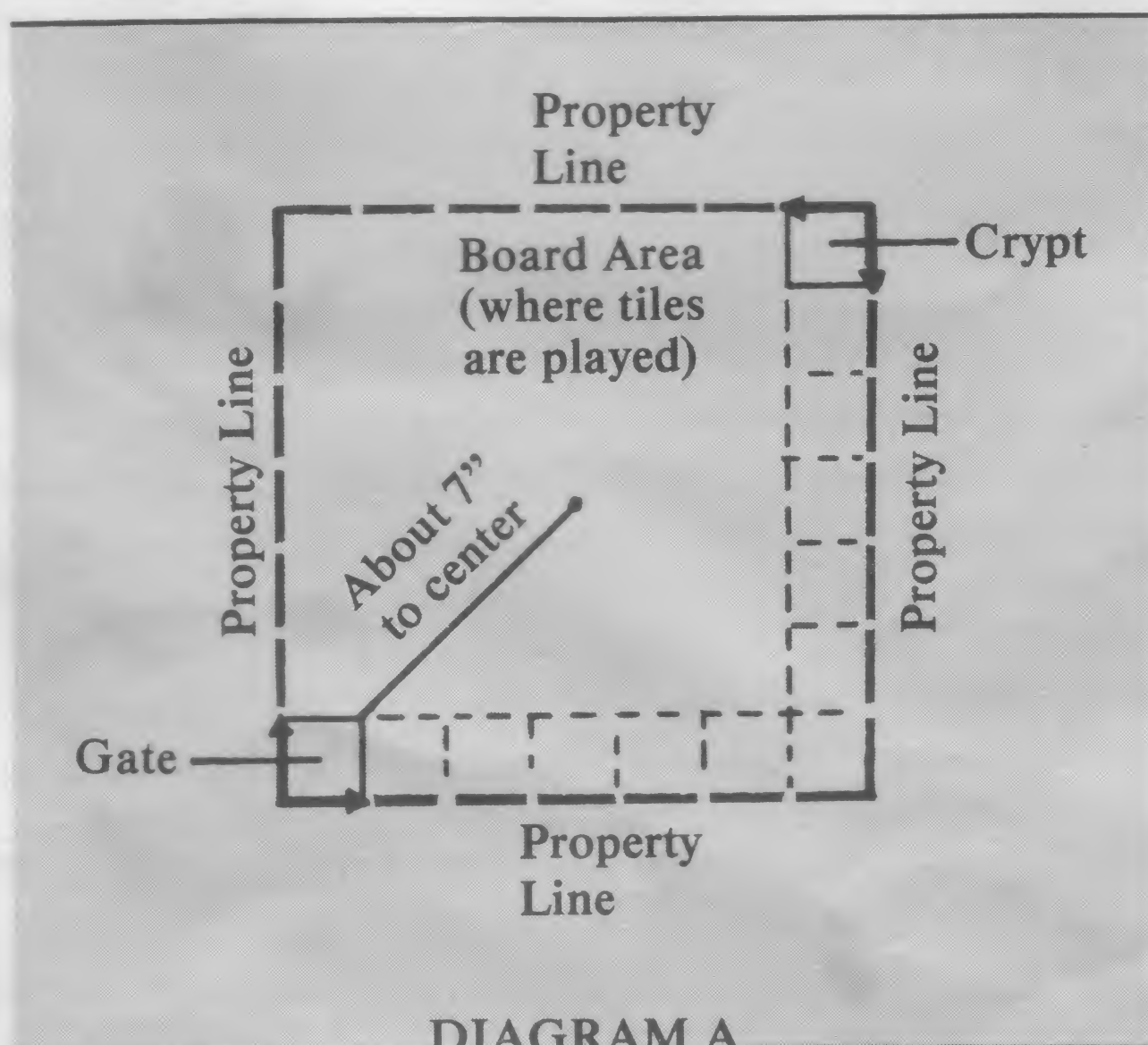
If you're an Envoy, do the following to win:

Discover the Master's identity and find the Item to which he is vulnerable: the *Influence Item*. Then follow the instructions on that Item card to destroy the Master.

If you're a Minion, do the following to win:



Find the Influence Item (which Envoys use to destroy your Master). Then take it to the Gate to remove it from the grounds.

Note: When one Envoy wins, they all win. Minions win alone.



SETUP

THE BOARD AREA

1. Spread out the board tiles on a hard surface (table), and sort them into two stacks: *Manor* tiles and *Grounds* tiles. Manor tiles have walls  and doors ; Grounds tiles have neither. (See tile fronts.)

2. Find the Gate and the Crypt—both are Grounds tiles. Place the Gate about 7" to the lower left of the table's center. The Property Lines should point upward and to the right.

3. Place any 6 tiles *face down* in a line to the right of the Gate. Then, starting with the last tile on the right, place 5 more tiles in a line toward the top of the table. Place the Crypt tile *face up* in the sixth place, with its Property Lines pointing downward and to the left.

4. Pick up all tiles *except the Gate and Crypt*, and shuffle them back into their proper stacks. Then turn the stacks face down. Diagram A shows how your board should look.

DICE



Roll = 4



Roll = 10

Find the Minion: Each player rolls a die. Whoever rolls lowest starts the game as a Minion. Everyone else starts as Envoys. The Envoy rolling highest, poor soul, moves first when the game begins. *Note: always read "0" as "10" on the dice.*

CARDS

1) Carefully cut (or tear) the cards along the perforated lines. Separate them into 6 groups, according to the color-coded headings: Master, Item, Character, Evil Way, Envoy, and Minion.

2) Each player chooses a Character card, to represent the "role" he or she plays during the game. Set your Character card in front of you, with "Minion" or "Envoy" showing as appropriate. (Cards are two-sided because Envoys may turn into Minions during play...heh, heh. Unfortunately, Minions may switch sides, too.)

3) *Choose the Master:* The Minion randomly draws a card from the Master pile, *showing it to no other player.* (Set other Masters aside.)

4) *Create the Playing Deck:* The Master card shows Setup numbers at the bottom, which correspond to numbers on all Evil Way, Envoy, and Minion cards. The Minion carefully selects all cards whose Setup numbers are listed on the Master, and shuffles them together with the Item cards: this is the Playing Deck. (Set remaining cards aside; they won't be used in the current game.)

5) The Minion deals 4 cards to each player, face down,

then places the Master card *face down* by the Crypt. The rest of the Playing Deck goes face down within everyone's reach, to form a *draw pile*.

6) Look at your hand (privately). If you have an Item card, place it face up beside your Character card. You may never have more than 1 Item card, so place any "extras" face up beside the draw pile: you've just started the *discard pile*. Next, discard any card stating "Play Immediately," also face up. Do not draw to replace cards.

TILES

All players draw 3 tiles (Manor, Grounds, or both) and place them before themselves, face up.

PAWNS

The Minion selects a pawn to represent his or her character, and places it on the Crypt tile. Envoys select pawns, too, but place them together on the Gate.

COUNTERS

Each Envoy takes 6 Willpower counters, or *chips*. These show "lifeblood" and "fortitude," especially in combat. Set extra Willpower chips in a pile, where everyone can reach them. (Minions never have Willpower.)

Items: If you have an Item card before you, set the counter for that Item on top. This shows that your character carries that Item, wherever he or she may go.

MASTER CARDS

Master cards are extremely important to play, and you should take a moment to see what they're like. (Don't look at the Master from the game at hand; pick a spare!)

MASTER

• **BAT LORD** •



Combat Score: 20
Loser: Forfeit 8 Willpower
Influence Item: Mahogany Spear
Favorite Haunt: Bedroom

Setup: 2, 4, 6, 8, 9, 15, 16, 18, 19, 20, 21, 22, 26, 28, 29, 30, 31, 32, 33, 34

How tough the Master is in combat

If you combat him and lose, forfeit 8 Willpower to pile

Only *this* Item can help destroy the Bat Lord

Envoys must destroy him in the Bedroom

SEQUENCE OF PLAY

Play moves clockwise around the table, starting with the Envoy who rolled highest during Setup.

Each turn, follow the Sequence of Play below. Steps marked with an (*)asterisk are mandatory; all others are *optional*. Each step is fully explained in the text below the chart.

_____ The Sequence of Play _____

A. Card Play

*1. Respond to any card that another player placed before you, according to instructions on the card.

2. Discard any card(s). Don't draw to refill your hand.

3. Play card(s) marked "Hold/Play at Start of Your Turn."

B. Tile Play

*1. Place 2 tiles on the board (if possible).

*2. Draw a tile to replace each one played (if possible).

C. Movement

1. Move your pawn onto a tile. Then roll a die to see if you must draw a card or Willpower.

2. Repeat the above step until you fail a die roll or finish your 3rd move.

D. Combat

E. Play card(s) marked "Hold/Play at End of Your Turn."

STEP A: CARD PLAY

Card Play is easy: just follow the directions on each card. Keep the following rules in mind:

• "HOLD/PLAY..." means you may hold the card in your hand, and play it during a later turn. You may also discard it, however.

• "PLAY IMMEDIATELY" means immediately, right after you draw the card.

• MINION CARDS are *playable only by Minions*; Envoys must discard them or hold them in their hands.

• ENVOY CARDS are *playable only by Envoys*; Minions must discard them or hold them in their hands.

• EVIL WAY CARDS represent the Master's evil work. They never harm a Minion who draws them, but Minions may often play them on other Minions, or on Envoys. Envoys must often play harmful Evil Way cards on themselves.

You may play any number of cards each turn. Leave them face up on the table (before their "victims") if the effects last beyond your turn. Discard cards as soon as their effects end.

MAINTAINING YOUR HAND: You may never hold more than 4 cards, *including an Item card before you*. Discard or play cards as needed to keep your hand at 4 or less. Never draw to replenish your hand; players only gain cards during movement. Except for an Item, all cards in your hand are private.

ITEM CARDS: You may never hold more than 1 Item. If you draw a second Item card, you must drop 1 Item: set

the counter for the dropped Item next to your pawn on the board, and set the matching Item card near the Gate. You may pick up or drop an Item anytime—as long as its counter lies on the same tile as your pawn. If you pick up an Item, place the matching Item card next to your Character card, face up, and set the Item counter on top to show who's got it.

STEP B: TILE PLAY

Each turn, you must place 2 tiles on the board, if possible. (If you can only play 1, then play just 1.) Draw immediately to replace the tiles you've played.

Whenever you play a tile, it must (a) lie within the Property Lines (board area), and (b) touch sides fully with another tile (touching corners or parts of sides doesn't count).

SETS

Any tile marked "Part of a Set" has 1 or more matching tiles in the game. "Set" tiles must *always* lie next to at least one other matching tile. (If you play the first tile in a Set, however, play it like any other tile.) Lawn and Hall tiles are not considered Sets.

Sometimes, it's impossible to play a Set tile. (Other players may place unmatching tiles around them, "sealing" them off.) If this happens, your Set tile is "dead." You must hold it in your tile hand, and play something else if possible. If you have 3 dead tiles, discard 1 face up and draw another.

MANOR TILES

Always play the first Manor tile next to the Crypt! Then follow these rules: Like Sets, Manor tiles must rest beside at least one other Manor tile on the board. And when Manor tiles touch sides, doors must always line up with other doors, and solid walls must line up with other solid walls.

ILLEGAL PLAYS: Never match doors to walls, or place a door on the Property Line, facing off the board. Never play a Manor tile so that it is impossible to play another Manor tile, or so that it is impossible for Envoys to enter a room (or group of rooms). Never place two Grounds tiles next the Crypt.

STEP C: MOVEMENT

Each turn, you may move your character's pawn up to 3 tiles.

ENVOYS: After you move onto a tile, roll a die. If you roll the *tile number* (number on the tile) or higher, you've succeeded! Draw 1 Willpower chip from the pile. Move and roll again if you'd like, to a maximum of 3 tiles per turn. *Note:* on Lawn and Gate tiles, draw a card instead of Willpower.

If you roll lower than the tile number, you fail: Forfeit 1 Willpower chip, returning it to the chip pile. Then draw a

card from the draw pile, and follow any instructions applying to Envoys. You may move no further this turn.

In the Manor: When moving onto any Manor tile, move only through a door; do not move through a wall.

MINIONS: After you move onto a tile, roll a die. If you roll the tile number or lower, you've succeeded! Draw 1 card, and follow its instructions. Then move and roll again, if you wish, to a maximum of 3 tiles per turn.

If you roll higher than the tile number, you fail: Do not draw or forfeit anything. Move no further this turn.

In the Manor: Unlike mortal Envoys, Minions can "walk through walls" in the manor. They don't have to pass through a door when moving onto a Manor tile.

ILLEGAL MOVES (all players): Never move diagonally. Never move through an "empty" space without a tile. Never move onto the same tile twice within a turn (you may not backtrack).

STEP D: COMBAT

Combat is a fine way to steal another player's Item or tile, and to send him elsewhere on the board.

- If you're a Minion, you may attack anyone—Envoys or Minions—provided you end movement on the tile your "victim" occupies.

- If you're an Envoy, you may attack Minions—never fellow Envoys—provided you end movement on the tile your "victim" occupies.

TO RESOLVE COMBAT...

- 1) *Envoys:* Roll a die, adding the result to the number of Willpower chips you hold. If you have an Item listing a Combat Bonus, add that number, too. The result is your Combat Score. (Sometimes, another Envoy can boost your Combat Score; see "Cooperation" below.)

- 2) *Minions:* Roll a die, adding the number of the tile you occupy, and any Combat Bonus for an Item. The result is your Combat Score. (No other Minion can raise it.)

- 3) The character with the highest Combat Score wins the combat. In case of a tie, roll again.

SPOILS OF VICTORY: The player who wins the combat immediately may take either the loser's Item or a tile from the loser's "hand." (The winner may take an Item and simply drop it, if desired.) Next, the winner may move the victim up to 3 tiles away, in any direction. *If the loser is an Envoy, he or she must also forfeit 2 Willpower counters after losing combat to a Minion.*

ENVOY COMBAT AGAINST A CARD: If you're an Envoy, a card may "attack" you during play. Conduct combat immediately, trying to beat the Combat Score on the card. If you lose, you don't have to move, but you do suffer whatever penalties the card requires. If you win, you gain nothing—but at least you may escape harm.

ENVOY COMBAT AGAINST THE MASTER: In most games, you must combat the Master to destroy him—and you must *always* use the Influence Item to do it. The Master's Combat Score is on his card. (Another Envoy may boost your Combat Score; see "Cooperation" below.)

WILLPOWER & SWITCHING SIDES

Envoys gain Willpower during play. *They can never have more than 10 chips, however.*

Fortunately, heh heh, Envoys *lose* Willpower, too. So listen up, Envoys. I've got a message from the Master: as soon as you run out of Willpower, you're a Minion! Turn your character card over, so the Minion side shows. Discard all the cards in your hand—except an Item. You work for the Master now—and must play tiles, move, conduct combat, and attempt to win in accordance with your Minion status.

"Switching sides" works both ways: Minions may become Envoys, too. Sometimes, a card does the trick. Or if you're a Minion and lose combat to an Envoy, *who then moves you to the Chapel*, you've been "cured" as well. (Sorry, friend.) In either case, draw 5 Willpower immediately, discard everything but an Item card, and turn your Character card over, Envoy side up.

MEET THE MASTER

Except for the original Minion, you may never view the Master card until:

- a) your character reaches the Crypt, or
- b) a card tells you to, or
- c) you happen to carry the Influence Item into the Master's Favorite Haunt (Envoys only). If this occurs, the original Minion must tell you to look at the Master card, and you must follow the instructions on the Influence Item card immediately.
- d) you happen to carry the Influence Item to the Gate (Minions only). The original Minion must declare that you've won the game.

COOPERATION—Humbug!

During play, Envoys may play beneficial cards on one another, discuss and execute team strategies, and, worst of all: one Envoy on the same tile as an Envoy engaged in combat may add his or her Willpower to the combatant's to compute the Combat Score. In this last case, both Envoys suffer any negative effects of the combat.

Now, you Minions—such lonely, noble souls—have only one means of cooperation: you may agree on strategy. But you may not play beneficial cards on each other, or help each other out in combat.

No player may trade cards or tiles.

HOW TO WIN

ENVOYS: Find the Influence Item. Then follow the instructions on the Item card to destroy the Master in his

favorite Haunt. Sometimes, *two* Masters reside at Black Morn Manor; you must destroy both to win. Note: if one Envoy wins, all players who are Envoys at that moment win, too.

MINIONS: To emerge victorious over everyone else on the board, find the Influence Item listed on the Master's card and take it to the Gate before the Envoys destroy the Master. If two Masters reside at Black Morn, you can win by taking *either* Influence Item to the Gate. Note: If one Minion wins, he or she wins alone.

STRATEGY HINTS

1) Envoys must work together. The original Minion knows what he must accomplish from the start, and that's a big advantage. Minions also have a better chance of drawing the Influence Item.

2) Until they know which Master resides at the manor, Envoys must stop Minions from reaching the Gate with any Item.

3) Clever Envoys watch for signs of a particular Master's presence, to guess who's current lord of the manor. The original Minion may hold onto a particular Manor tile, for instance, if it's his Master's Favorite Haunt. And Evil Way cards correspond to the Master, too. For example, if you're attacked by Zombies, you can bet your life the Werewolf isn't the Master; Rover can't animate the Dead.

4) Use tile play to set a path to your goal: Envoys move fastest over low numbers; Minions move fastest over high numbers.

5) Begin each step with a clear goal in mind. You can always do something to improve your chances.

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